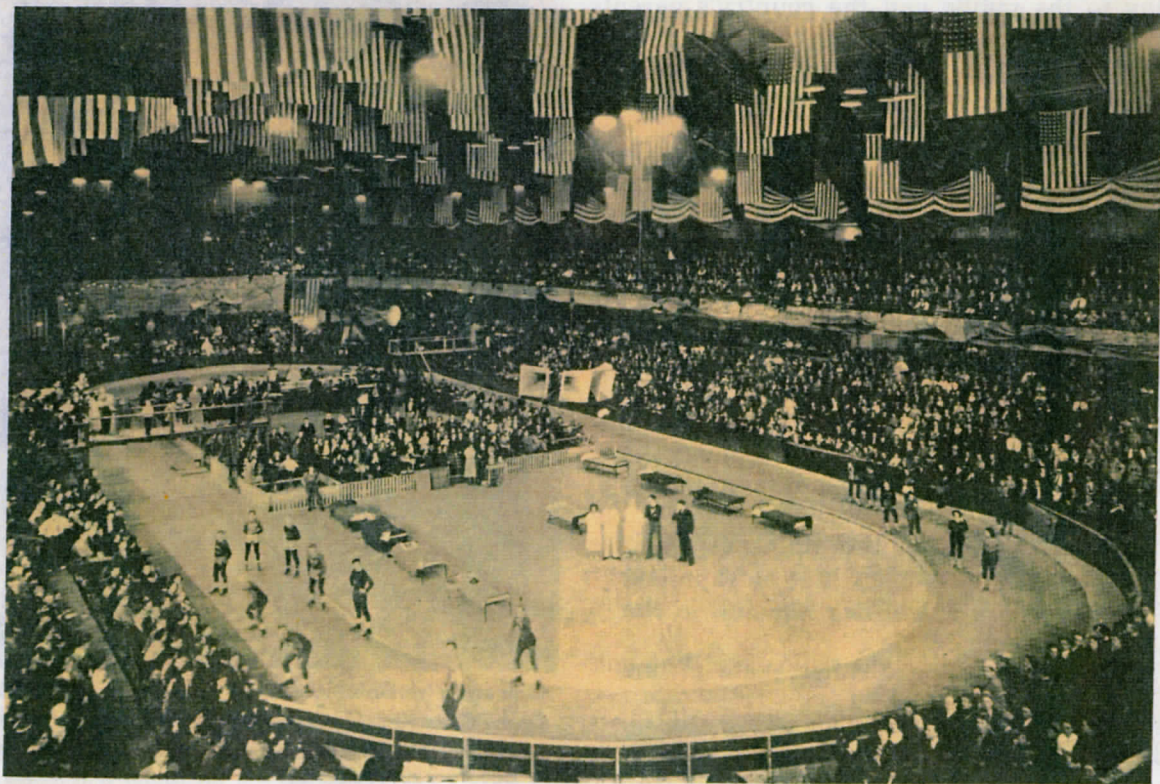




Photo credit — Don Lorenzo

More than 20,000 fans jammed into Chicago Coliseum August 12, 1935 for this first Roller Derby game. In the 30 years that have passed since this flag-decked opener in the Windy City, the sport has grown to be one of the most popular in the United States.



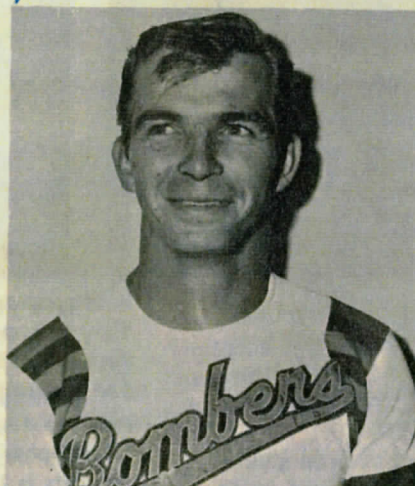
THE BAY BOMBERS

Joan Weston



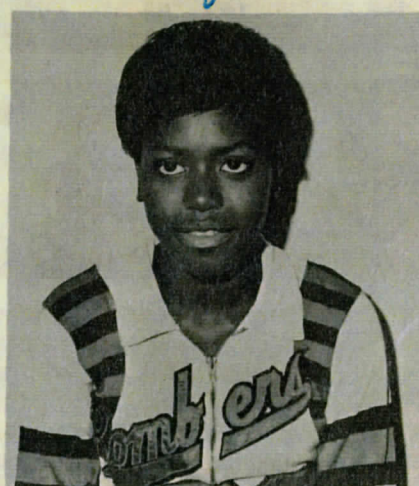
Joanie was born in Los Angeles, 1935 ... joined league in '55 ... stands 5 feet, 10 inches ... RD Queen in '58 ... perennial all-star ... hobbies are mosaics, records.

Lou Donnan



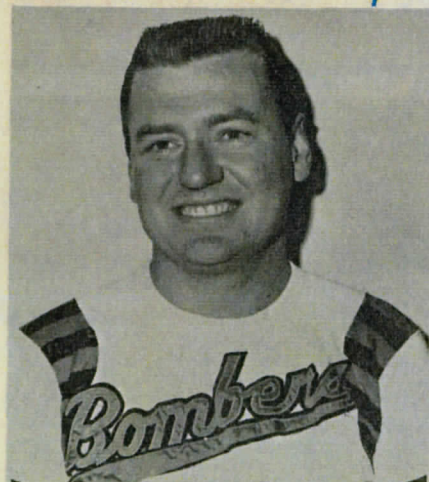
Lou calls S.F. his home town ... packs 145 pounds ... stands 5'8" ... is 27 ... five-year vet ... former boxer...

Berathy Lee



Speedy Dottie ... age 18 ... lives in Oakland ... chosen by Joan Weston out of 14 training school prospects. ... Hobby—dancing ... would like permanent career in IRDL...

O'Conny



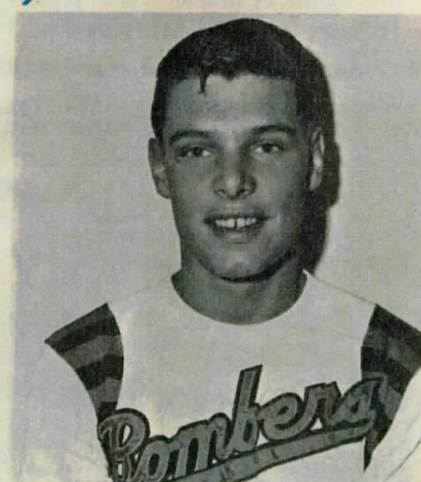
Big Charlie ... a six-footer plus ... born N.Y. ... '53 Rookie of the year ... holds record for fastest mile ... skated in Junior RD ... "Mr. Roller Derby"...

Carol Meyer



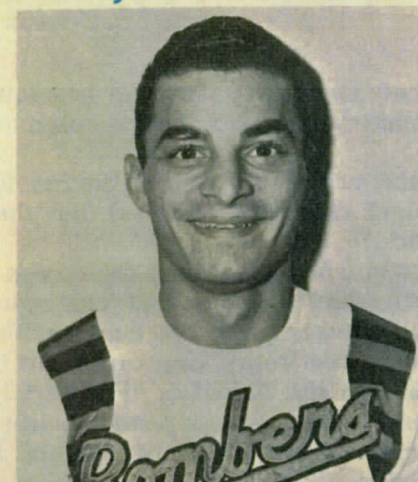
"Peanuts" ... she's under 100 lbs. and under five feet ... skated for six years ... Golden Gate City is her home ... tough as nails ... her size fools them...

Rich Ricole



Rookie Rich ... age 18 ... a native San Franciscan ... good bet for Rookie of the Year honors ... attends S. F. City College during off skating hours ... wants career in criminology...

Tony Roman

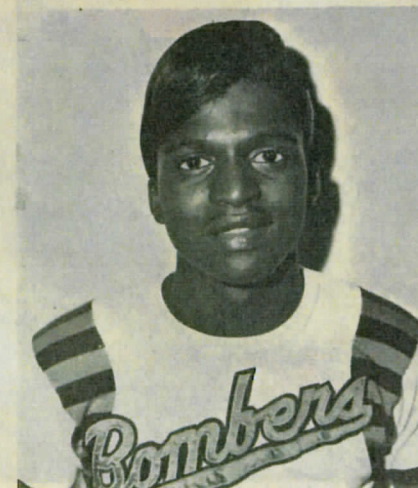


Tough Tony ... age, 25 ... another New Yorker ... top point maker last two seasons ... wants to be an accountant ... Playoff all-star in '63...

Sue Zepher



Slender Sue ... dazzling green eyes ... hails from Oakland, Calif. ... like Peanuts, is a six-year vet ... she's 22...

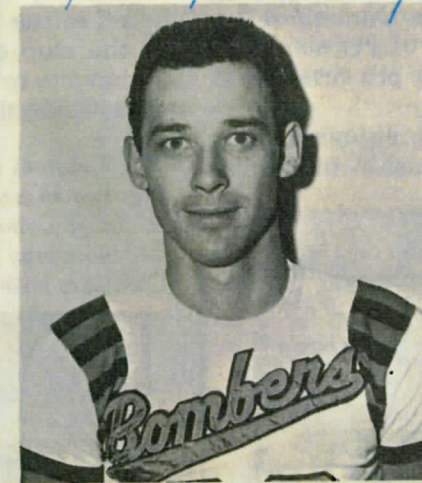


Carol Phillips



Virgin Islands native ... joined league in '59 ... likes to travel ... 23 years old ... wallops opposition with 141 lbs. ...

Norl Battusky



Dave is "The Cowboy" ... came to Bombers from Westerners ... another Brooklyn lad ... got the Derby bug in '58 ... stands 6'2" weighs in at 185...

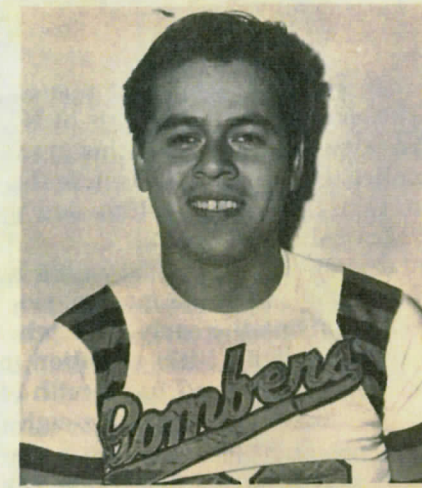
Dewitt Zuercher

Dewitt is only 21 ... IRDL's rookie in '61 ... an all-star selection in '63 ... Berkeley, Calif. is home ... weighs in at 140...

Linda Murphy

Linda ... A rookie ... Fragile but great promise ... Stands 5-4 ... weighs 117 ... A Texas blonde ... Fort Worth is home...

Gil Orozco



Gilberto ... an ex-football player 11-year vet ... scored 33 points in one game in '56 ... was Rookie of the Year at 18 ... married to Annie Bauer...

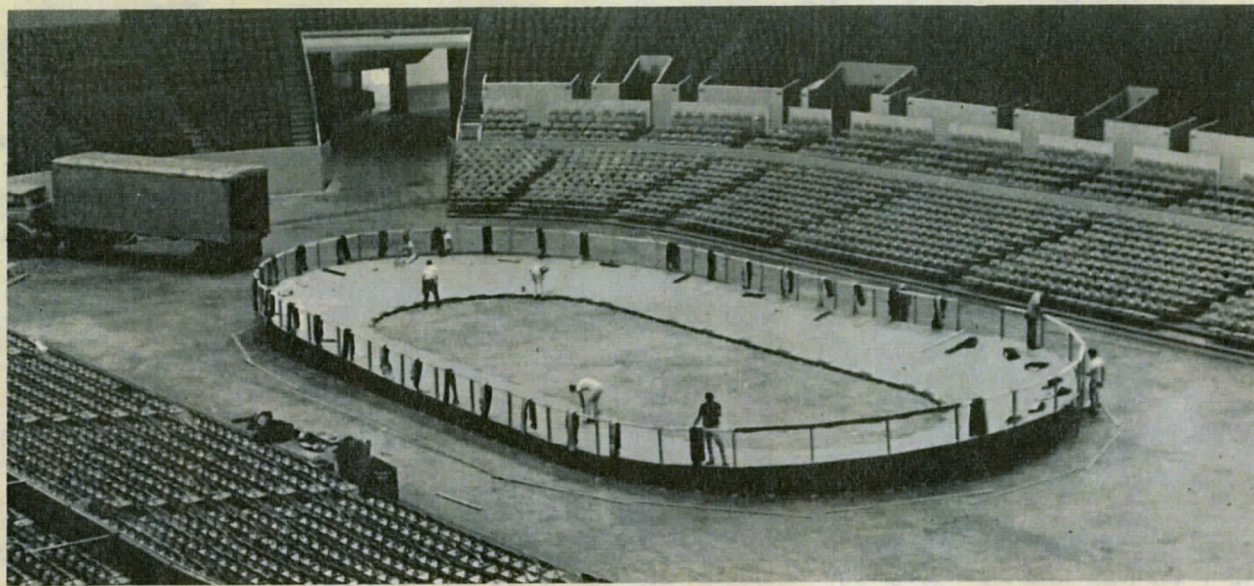
Annie Bauer



Annie is a Bronx export ... collects records ... likes to sew ... she's 27 ... hubby is Gil Orozco ... joined RD in '59 in New York...



A Night at the Derby



A Derby night in San Francisco's Cow Palace begins long before the crowd arrives.

Hours before the starting whistle is blown, a big van pulls into the half-lighted arena and workmen begin unloading the heavy equipment that forms the banked track.

The huge hall is empty and silent but for the clatter of the workers erecting the track. In a few hours, it will be ablaze with light and filled with the excited noise of a crowd of thousands.

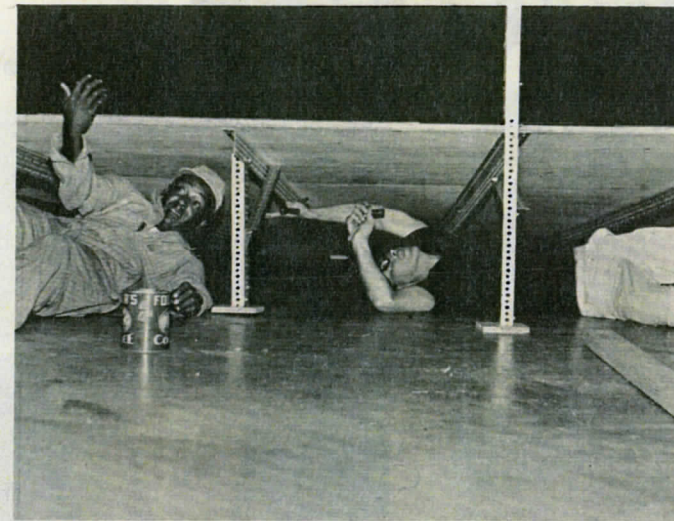
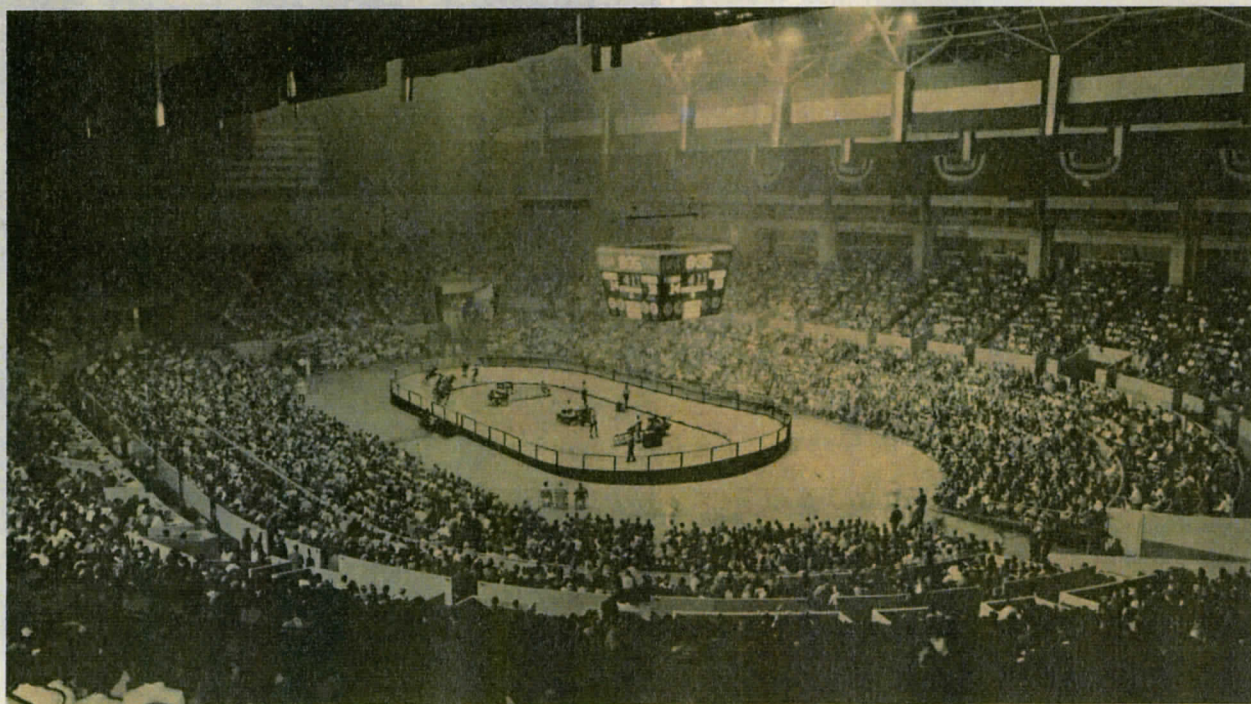
Each game requires days of preparation behind the scenes by hundreds of people. Concession contracts must be negotiated; there are tickets and

programs to be printed, team transportation to be arranged, and ushers to be hired.

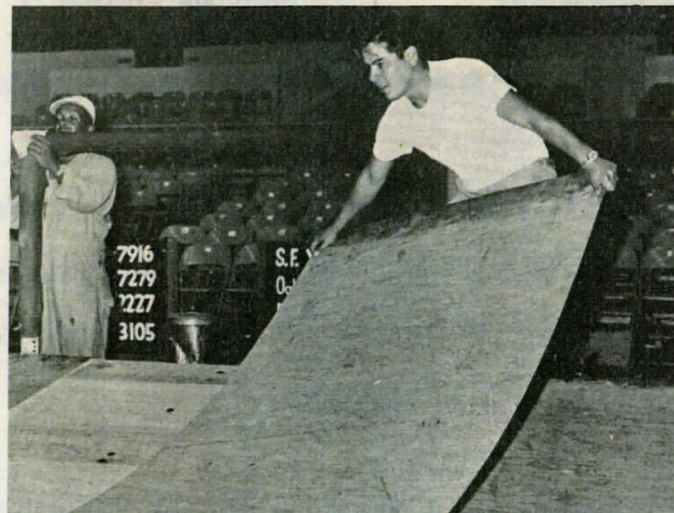
The skaters arrive an hour before the game, change into their uniforms, and then take time to relax, open presents and letters from the fans, or simply sit and chat.

On the infield, trainer Alex Kamlofski arranges his table of tape, gauze, iodine and all the other instruments of his trade. He usually has to use them at least once in each game.

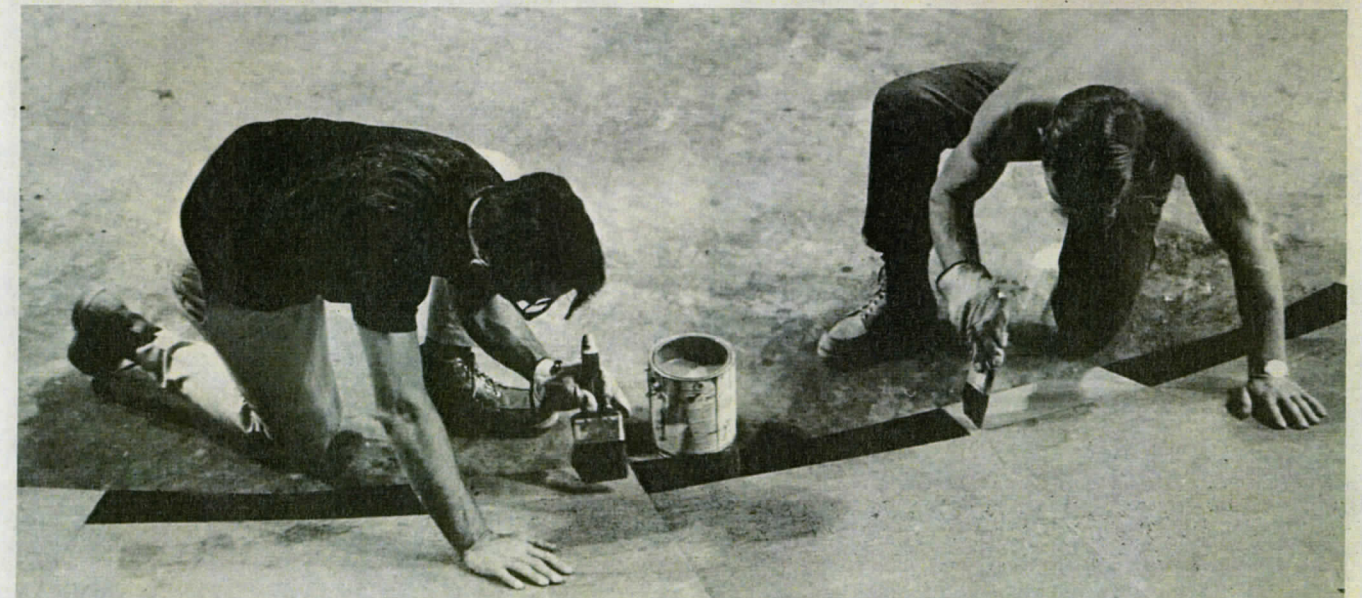
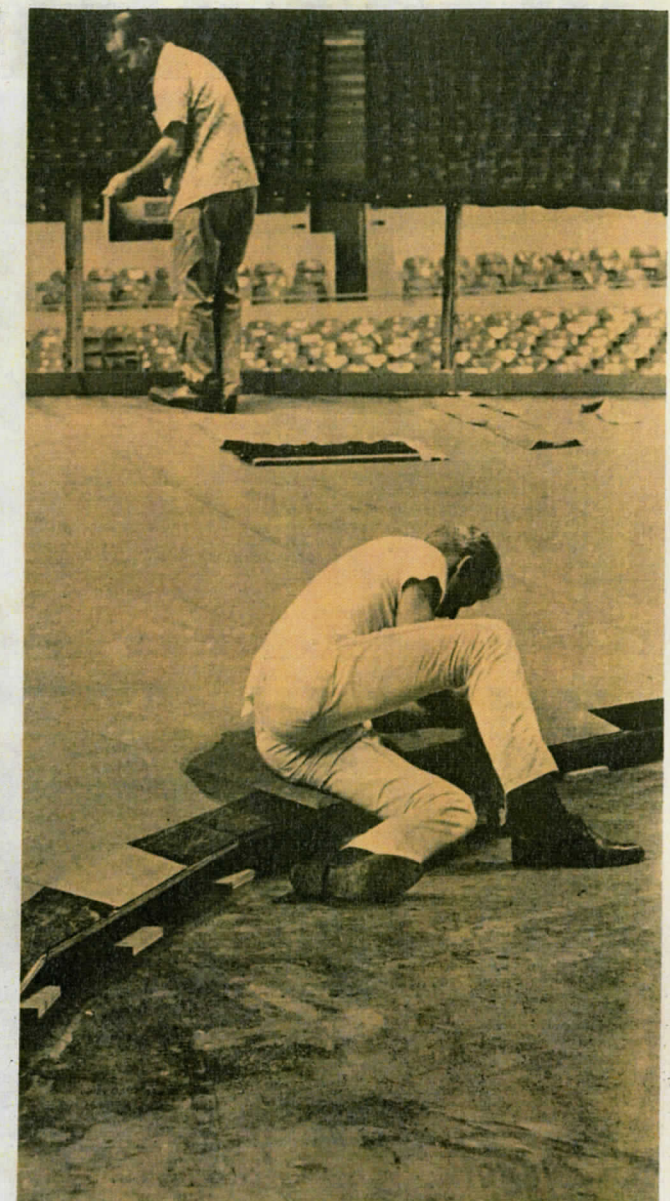
And then there's the sharp rasp of the warning buzzer and another game is ready to start.



Workmen, under Gil Orozco's supervision, begin by assembling the heavy plywood base for the track.



The Bombers' Gil Orozco lays down the sturdy sheets of Masonite that must take hour after hour of pounding.



Once the track is down, others finish up the borders and wrap the posts in the thick padding that prevents serious injuries to the players.

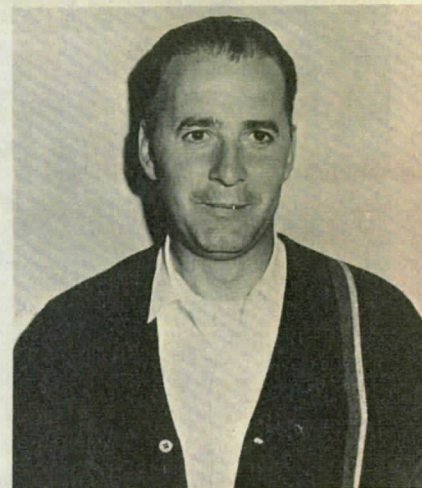
BEHIND THE SCENES...



KEN MONTE
Former Star Referees



SUNNIE SENNE
Bomber Ticket Seller

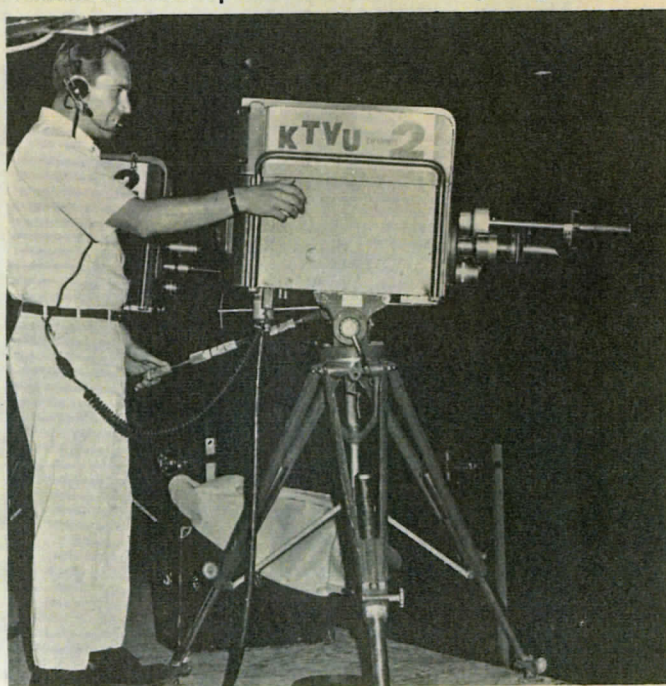


HAL JANOWITZ
Business Manager

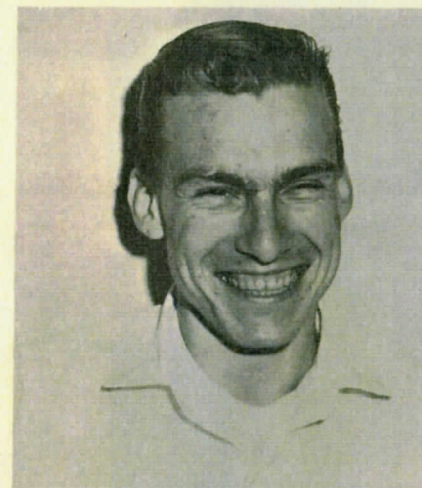


There's more than just skating to any Bomber game. Here are some of the people involved behind the scenes as game time nears.

Fans start to pour through the gates while the television cameramen line up their shots for the night's game.



...AS GAME TIME NEARS



ALEX KAMLOFSKI
Bay Bomber Trainer



At the ticket counters, latecomers line up for seats. At trackside (below, left), announcers Manny Brooks and Don Drewery prepare for another night of calling the action-packed shots.



Backstage, meanwhile, Roller Derby League boss Jerry Seltzer (left) and Ed Diran, manager of the San Francisco Cow Palace, work out some final arrangements for the current Bomber series.

It's a Long Hard Grind With Plenty of Bumps and Spills

A star is not born; he is made. And it doesn't happen overnight.

Richard Roy Ricoli is well on his way to the glittering ranks of stardom and it's been a rocky road, indeed.

The young (18) San Franciscan is in his first year with the Bombers and is one of the league's strongest contenders for "Rookie of the Year" honors.

For a shot at a berth on the league-leading Bombers, he spent two long, hard years at the Derby's training school in San Leandro and got better than his share of bumps and bruises.

"I used to skate on the streets and fancied myself a Charlie O'Connell of the neighborhood. Boy, I

really got a surprise when George Kodounas and Buddy Atkinson, Sr. latched onto me."

Kodounas is the taskmaster of the school, which is also where Buddy Atkinson, Sr. picks up much of his talented new help for the N. Y. Chiefs.

"It sounds real glamorous to a lot of kids, but you go to the school and spend an awful long time just skating around in circles without ever mixing it up with the other trainees," Rich recalled.

"First, they're working on building up your confidence and stamina. I skated four hours a day about five days a week for the better part of a year just getting ready to take up the blocking and plays.

"It's hard in the beginning. You don't know how to use the track and it works against you."

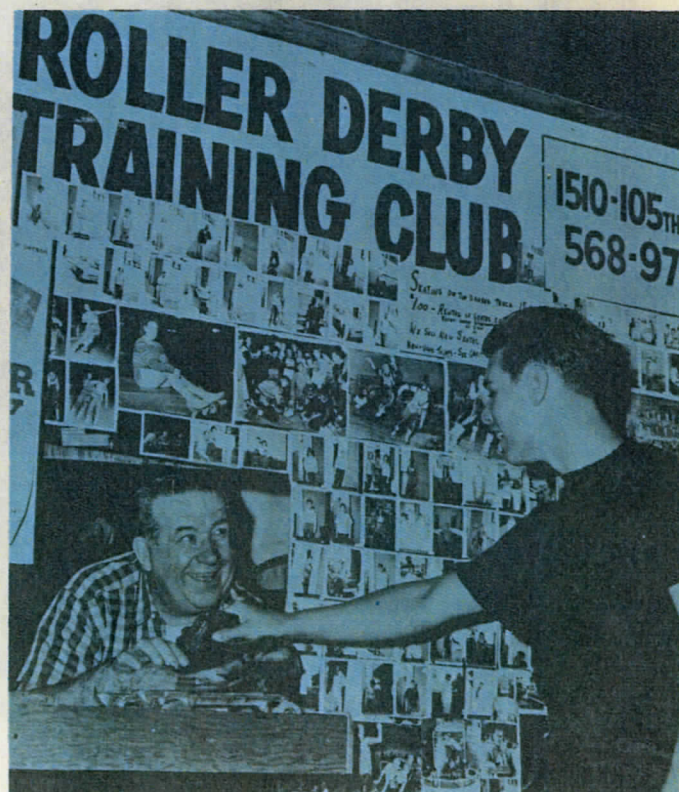
When Kodounas feels a trainee has conditioned himself sufficiently and become used to the banked track, he begins working on the blocking and techniques for falling.

"You learn things like any paratrooper would. Don't stick out your hands when you go down and watch your face. It's a matter of protecting yourself as much as you can."

Rich, who is attending San Francisco City College in his off-skating hours with the intention of picking up a degree in criminology, had high praise for both Kodounas and Buddy Atkinson.



Rich picks up his skates from trainer George Kodounas at the Derby training school and then listens intently with other rookies while George gives them the benefit of his many years in skating.



First in training, the spills were kind of fun, but then school was out. . . .



The bumps became harder and Rich suffered a shoulder separation shortly after joining the Bombers.

"They're both real hard on you. George was always behind me, showing me the little tricks and giving me a lot of extra help.

"But Buddy is just plain tough. He believes in pushing harder all the time. He wants winners and nothing else."

Rich took his lumps, had to make several calls on doctors during the training, but one day it paid off.

"George walked up to me with a little grin on his face and said, 'You've got a chance, Kid.'"

The young rookie, surprisingly, was unhappy. His first scheduled game was the same night as his graduation from Woodrow Wilson High School.

"I told Charlie O'Connell this and he said, 'You only get one chance to graduate, Rich, and there'll be plenty of chances to play.'" Rich went to his graduation.

His first game, against the Pioneers in Richmond Auditorium, is one he's not likely to forget.

"I was about as scared as you can get and still stand up. And I was about as green as you can get.

"The first time I was on the track, I came up against Porky Parker. He dumped me so fast I didn't know what was happening."

A few days later, again in the Richmond Auditorium and again against Parker, he was dumped a second time.

"This time I had to go to the doctor. I had a beautiful shoulder separation."

Rich's mother has mixed feelings about his skating.

"She's always loved the Roller Derby but now that I've gotten started in it, she practically gives me a physical every night I come home from a game."

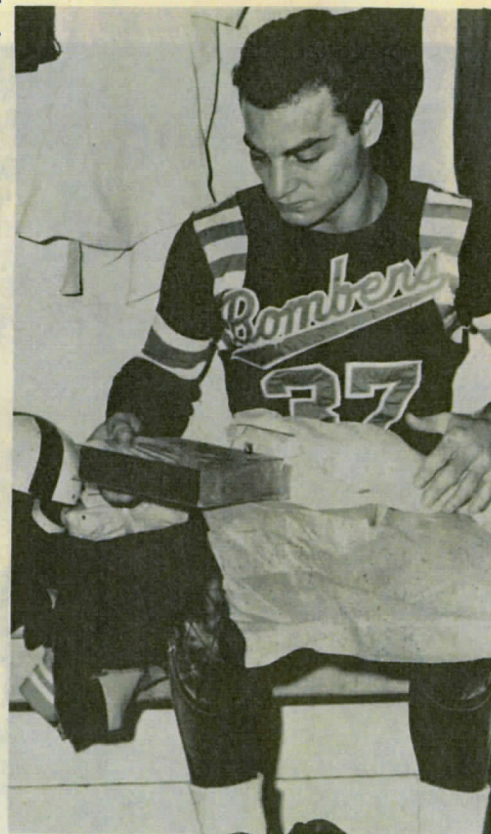


Here, Rich mixes it up with a New York Chief during the Bombers' recent series with the second-place team.

IN THE LOCKER ROOMS



Bombers' Captain Charlie O'Connell has the team trainer, Alex Kamlofski, work over his injured hand before heading out onto the track. Alex is probably one of the busiest men around in the Roller Derby.



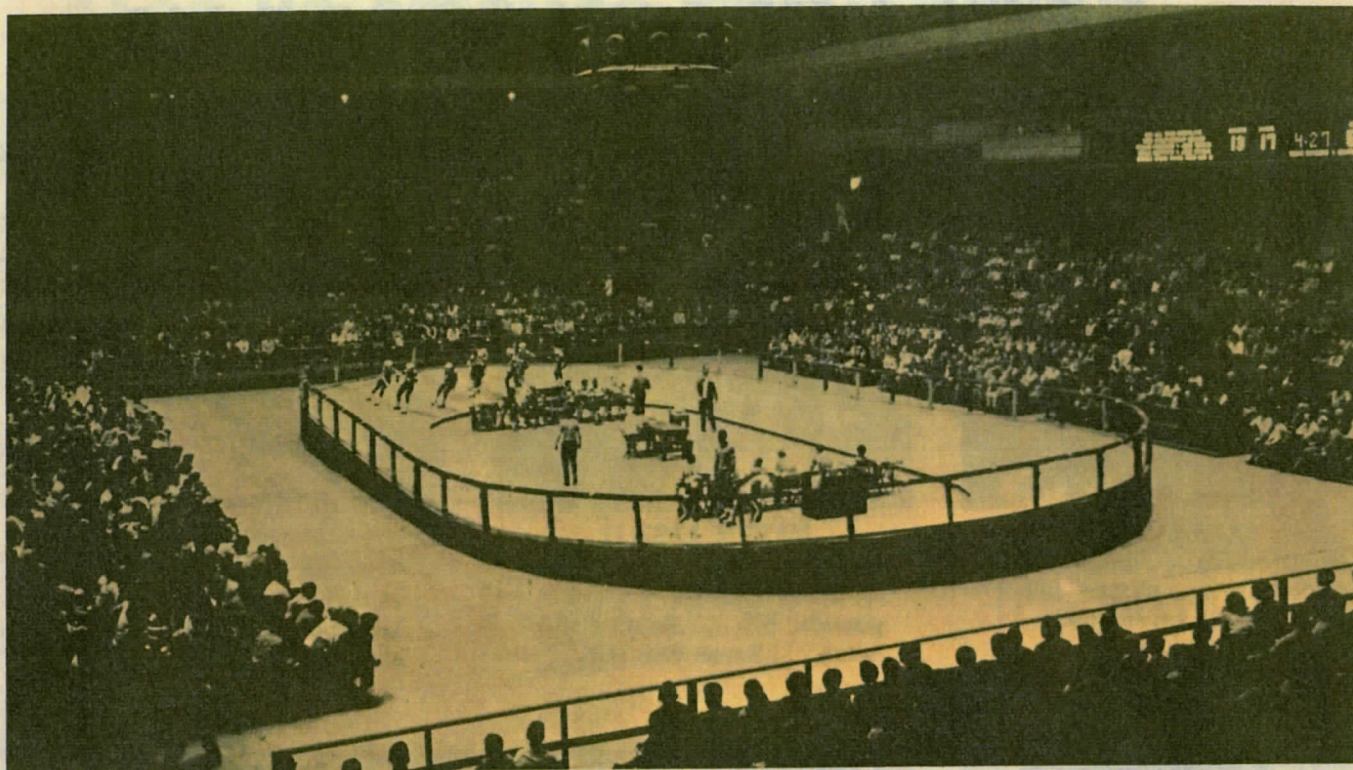
Before game time, Tony Roman gets a chance to open one of the many presents that adoring fans send to the skaters. At left, Joan Weston and Annie Bauer take a quiet rest before the punishing grind that's ahead of them.

...AND ON THE TRACK



Joanie Weston signs an autograph and the fans get warmed up for the action that comes quickly. Lou Donovan has some trouble battling off one opponent, although Joan seems to have the situation well in hand with Marge Laszlo.





13,421 AT GARDEN SEE ROLLER DERBY

Reprinted from *New York Times*, March 28, 1965

By **RICHARD GUTWILLIG**

That rollerized form of mayhem and catch-as-catch-can—the Roller Derby—returned to Madison Square Garden last night after a hiatus of 13 years. Judging from the crowd of 13,421, absence makes the heart and lungs grow fonder.

Participating in the hand-to-hand and leg-to-leg combat were the New York Chiefs and the California Cards.

The Chiefs defeated the Cards, 29-25, and took a 4-0 lead in games during their Eastern swing series.

The International Roller Derby League hadn't made an appearance in New York since May 2, 1959, but area residents kept up with their roller-skating favorites through television. A 110-station television network beams the derby into homes across the United States and has been responsible in large measure, for the paid attendance of more than 3 million fans that the I.R.D.L. drew to its 516 scheduled games last season.

The Roller Derby blends elements from many other sports in providing excitement for the fans. It has the speed of hockey, the grace of track, the body contact of football and close scores—all designed to keep the fans at a fever pitch.

The league includes—besides the Chiefs and the Cards—the San Francisco Bay Bombers, the

Fast Action Cheered

Los Angeles Braves, the Honolulu Hawaiians and the Midwest Pioneers.

Coaches Differ on Technique

Each team plays 172 games. The season starts in January and ends with the final play-offs in September. The average roller-derby skater earns about \$225 a week, while the better and more popular skaters can earn as much as \$400 weekly.

Ken Monte, who has been in the league for 20 years and is the coach of the Cards, says that during an average season each skater logs about 25,000 miles on the 42-degree banked track and about 50,000 miles traveling to and from the games.

Before last night's game, Monte said that as a coach, the hardest point he had to teach a young (18 or 19 year-old) skater was common sense. "This is a moving sport," Ken said, "and the things they have to learn are the plays and patterns that a team has established. They must know when to be in the right spot at the right time."

The coach of the Chiefs, Buddy Atkinson, Sr., disputed Monte's statement. Atkinson said, "The toughest job we have with our young team members is to teach them not to be afraid of getting hurt. They should respect the old-timers like Monte, but not fear them."

Monte and Atkinson have differed for years on what to teach the roller derby athletes, and they made their differences known on the track last night. In the first half, the coaches challenged each other to fights on four occasions.

Among the more popular performers at the Garden last night were Mike Gammon, Judy McGuire and Ronnie Robinson of the Chiefs. Gammon is the 23-year-old son of former derby favorites Gene Gammon and Gerry Murray. Mike's parents have



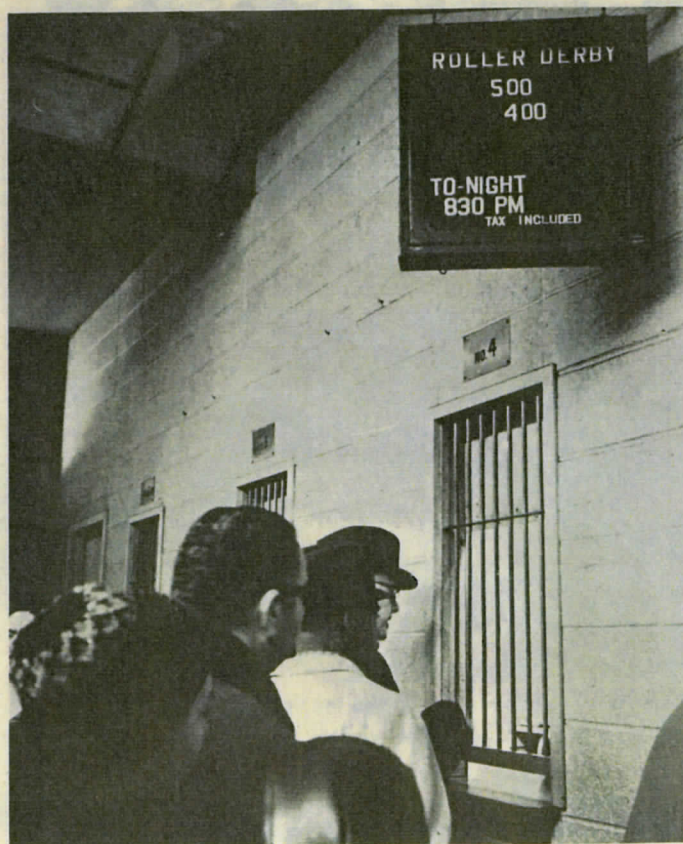
retired from the sport and now make their home in San Diego.

Sugar Ray's Son a Skater

Robinson is the son of boxing's Sugar Ray Robinson. Miss McGuire excited the crowd with her early point scoring and her sharp punches in two fights with Cathy Read of the Cards.

Early arrivals at the Garden inspected the portable track used for last night's game. When the teams are on tour, the track is transported in a 10-ton truck. The skating surface is made of Masonite panels and this necessitates the use of plastic wheels on the skates for better balance and safety.

The track measures 310-feet around, 105-feet on each side and 50 feet around each banked turn. Before the game, the men's team demonstrated the basic rules of the game. Most of the fans seemed more puzzled after the demonstration than before. But once the game began, no one, including the skaters, paid much attention to rules anyway.



OFFICIAL RULES FOR ROLLER DERBY

The game consists of two halves, each half has four alternating 12-minute periods of boys and girls.

A TEAM is composed of five boys and five girls. Only five members of each team can be on the track at one time.

GAME STARTS when the referee signals by blowing his whistle that the two teams are equally in position. This group is called the pack. In this pack are two BLOCKERS (white helmets) and two JAMMERS (striped helmets), and a PIVOT MAN (black helmet).

A JAM (scoring play) occurs when one or more jammers have pulled away from the pack. The jammers have 70 seconds to score. A jammer must wear a striped helmet. The blocker, who cannot score, wears a solid colored helmet. The pivot man can jam as long as he isn't the first jammer out of the pack. A jam can start:

1. When the referee has signaled that both teams are in the pack.
2. When the pivot man of each team is evenly together at the front of the pack.
3. When all jammers are at the rear of the pack.
4. When a pivot man from each team is on the track.

The clock and the jam actually start when one of the jammers has been able to pass the leading opposing blockers in the pack.

Helmets must be worn by the jammers to score, unless through some involuntary action the helmet is knocked off, then the referee has the right to decide on this point.

A jam will be considered at an end for any of the following reasons:

1. The expiration of the 70-second time limit.
2. At the conclusion of each 12-minute skating period.
3. When the lead jammer places both hands on his or her hips.
4. A jam may also be called off by the officials for any emergency.

A jammer receives one point for every member of the opposing team he or she passes, every time he or she laps the field within 70 seconds.

There are PENALTIES consisting of two and five minutes that may force a team to skate shorthanded.

RULE 2 — SCORING

A. Points are scored as follows:

1. A jammer receives one point for every member of the opposing team he or she passes, every time he or she laps the field within 70 seconds.
2. If a blocker commits a foul on a jam skater, the jam skater will be awarded the

point that he or she is attempting to score. If, in the opinion of an official, there is a deliberate penalty against a jamming skater to prevent that skater from scoring, and this jam would determine the game's outcome, the official may award up to five points on the jam. The determining factor would be the score differential at the time of the jam. The injured team's score could not be raised higher than the fouling opponent.

C. A skater forced into the infield may not better the position he was in when he left the track.

D. A skater receiving a penalty becomes ineligible to either score or be scored on.

E. A fouled skater cannot be passed for a point unless he or she has had sufficient time to recover from the foul.

F. No jam can be considered a legal jam with more than five skaters on the track from each team.

G. A skater with skate trouble cannot be passed for a point.

RULE 3 — REPLACEMENTS

A. When one skater replaces a teammate he or she must make contact with the skater he or she is replacing and join the pack.

B. An injured skater can be replaced at any time.

C. A skater replacing a teammate who has skate trouble must rejoin the field within one lap of the replacement.

RULE 4 — CONCLUDING A JAM

A. A jam will be considered at an end for any of the following reasons:

1. The expiration of the seventy (70) second time limit.
2. At the conclusion of each twelve (12) minute skating period.
3. By the leading jam skater placing both hands on his or her hips.
4. A jam may be called off by the officials at any time for any emergency.

RULE 5 — PENALTIES

A. There will be two penalties, a major (five minutes) and a minor (2 minutes).

B. A minor penalty will be two minutes duration and will be called at the discretion of the referee for holding, illegal blocking, stalling, tripping, illegal use of the hands, and other minor fouls.

C. A major penalty will be of five minutes duration, and will be called at the discretion of the referee for fighting and intentional roughness, deliberate and excessive insubordination, gross unsportsmanlike conduct, and railing.

D. A major penalty calling for expulsion from the game will be called at the discretion of the referee.

1. If a player is ejected from the game his or her team receives a five minute penalty.

E. If a penalized skater does not leave the track immediately or interferes with the remain-

der of the field he or she will receive an additional two minute penalty.

F. If a skater's penalty time overlaps into the following period, ANY member of the opposite sex taking the track must serve out the balance of the penalty time.

G. No more than two players on any team can be in the penalty box at one time. If a third player or more is penalized, the player or players committing the penalty must leave the track and be replaced by a substitute. The penalized skater will begin serving his penalty time when one of the skaters in the penalty box returns to the track. At such time, the substitute will return to the bench.

RULE 6 BANISHMENT

A. If any player accumulates a total of twelve (12) minutes in penalties during one game he or she is automatically ruled out of the game and his or her substitute will spend the time of the last penalty in the penalty box.

RULE 7 — BLOCKING

A. A player may block an opponent with any part of his or her body with the following exceptions:

1. It is illegal to use any part of the arm below the elbow.
 2. It is illegal for a skater to block with his feet or trip an opponent.
 3. In using arms for blocking purposes, the arm must be BENT, not extended full length.
 4. It is illegal to block from the rear.
- B. Elbows may be used in blocking, but not in the following manner:

1. A skater is not permitted to use an elbow block above the shoulders.

2. A skater is not permitted to use an elbow with an upward or downward motion.

C. In setting up a double block, it is illegal for the defensive skaters to grip hands or lock arms. Both blockers may receive a penalty at the discretion of the officials.

D. Other forms of illegal blocking may be called at the discretion of the officials.

E. No defensive skater will be permitted to drop back more than a distance of twenty (20) feet behind the pack to attempt to block a jammer. A two minute (minor) penalty may be called by the official.

F. All skating must be in a counter-clockwise direction.

RULE 8 — OVERTIME

A. There can be no tie games. If at the end of the eighth period the score is tied, the game will go into overtime in the following manner:

1. The girls and boys will alternate five-minute skating periods until a point is scored. The team scoring first point will be declared the winner.

RULE 9 — PROTESTS

A. Any coach has the right to protest a game by submitting said protest in writing within 48 hours after the game has been concluded to Roller Derby League headquarters.

RULE 10 — REFEREES

On any disputed point that is not clearly spelled out in these rules, a consensus of the referees will have the final decision.

RULE 11 — SPECIAL JAMS

Any jam starting in the 4th or 8th period with less than seventy (70) seconds remaining will run until 70 seconds have elapsed or until called off.

Roller Derby Street King

The Original

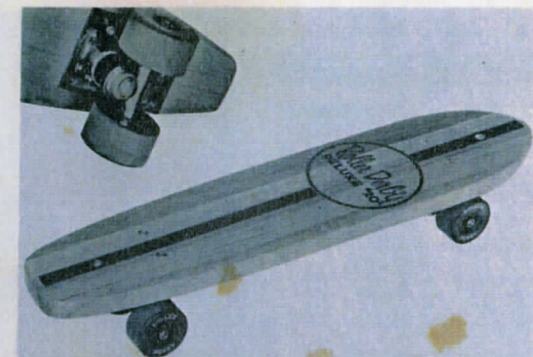
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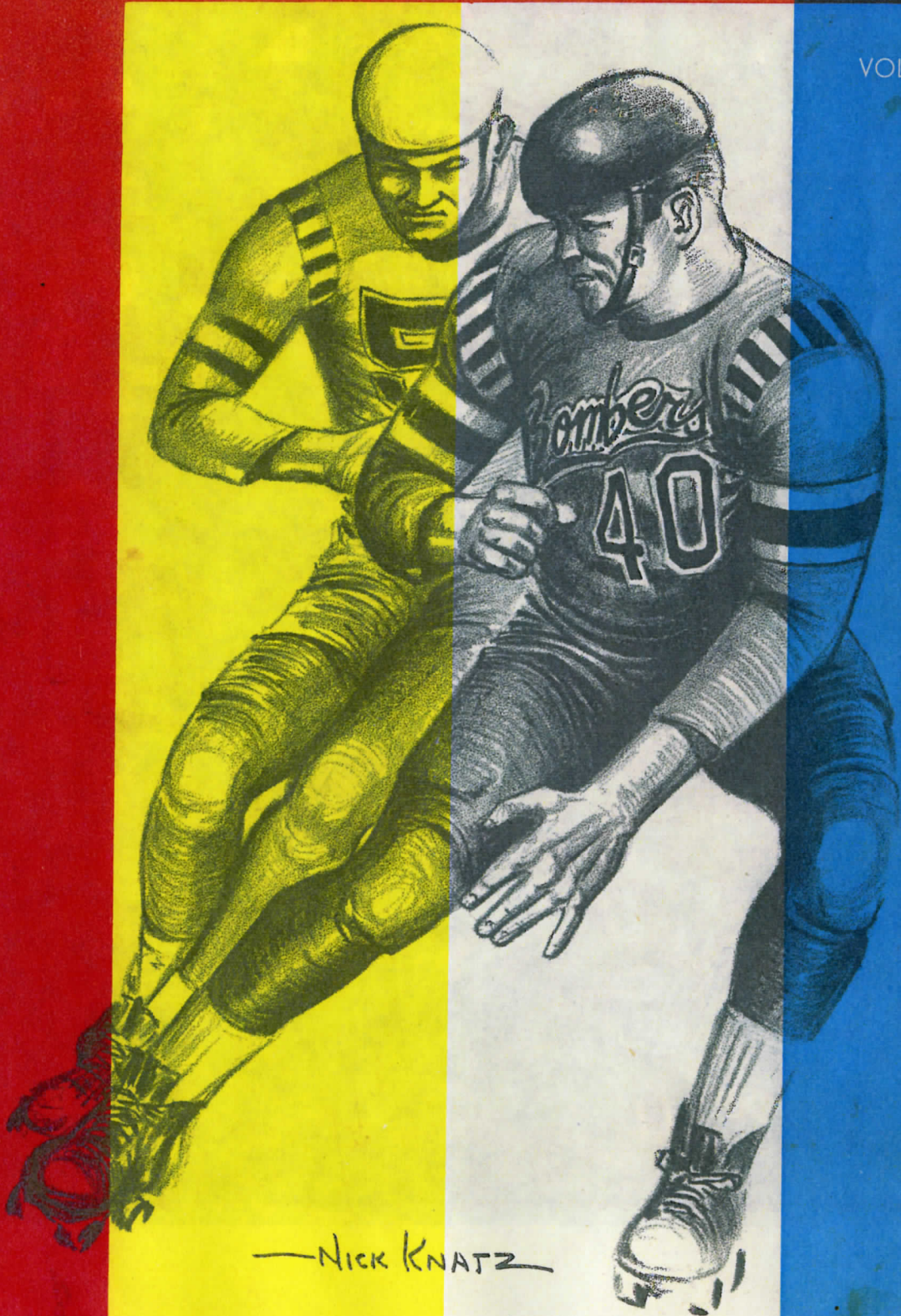
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—NICK KNATZ